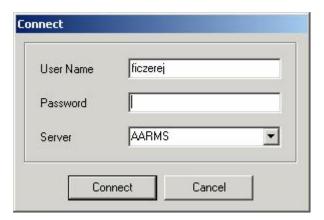
Chapter 13 - Logging On to the Tool Set

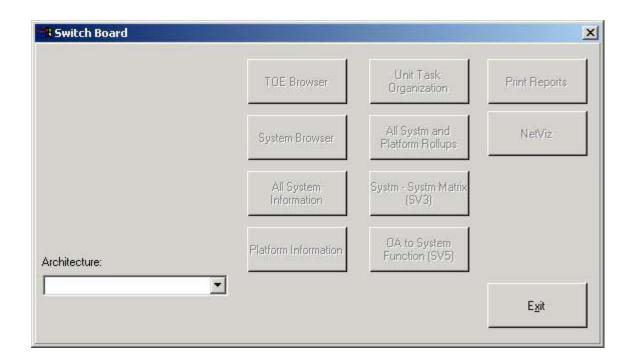
1. From the AARMS Control Panel, select the tool set you wish to use. In our example, select the SA Tool Set by choosing the **SA Tool Set** button, or by highlighting and selecting the word Systems on the AARMS Logo with the mouse.



- 1. Logon.
- [] a. Enter a valid User Name
- [] b. Enter valid Password for User Name entered.



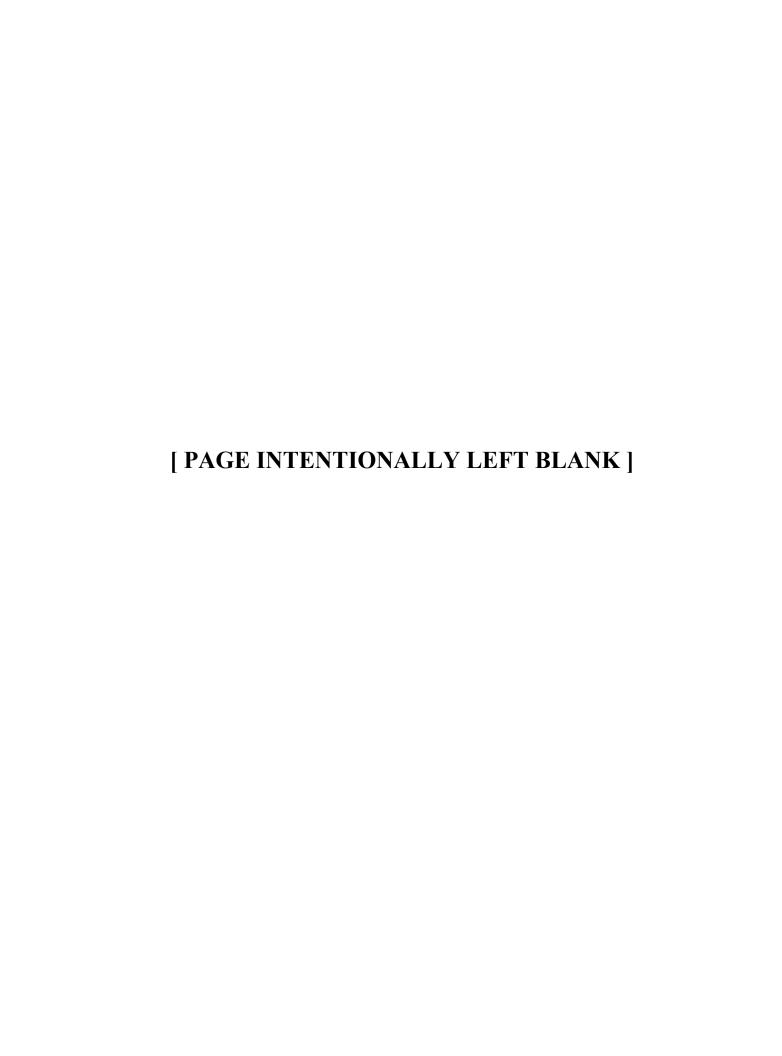
- [] c. Select the Connect button.
- 2. **Logon** attempt Successful.
- [] a. The AARMS SA Switchboard will appear.



- 3. **Logon** attempt Unsuccessful.
- [] a. A warning dialog box will appear

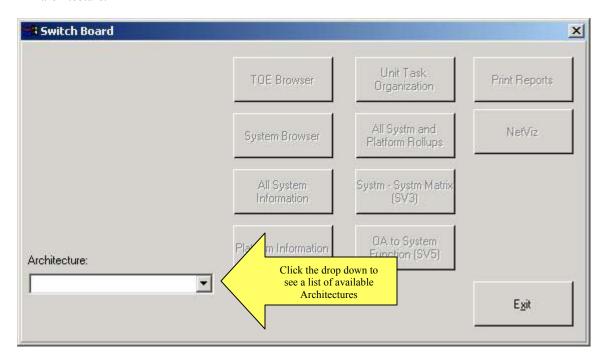


- [] **b.** Select the **OK** button.
- [] c. Go back to step 1 and retry logon procedure entering valid User Name and Password.

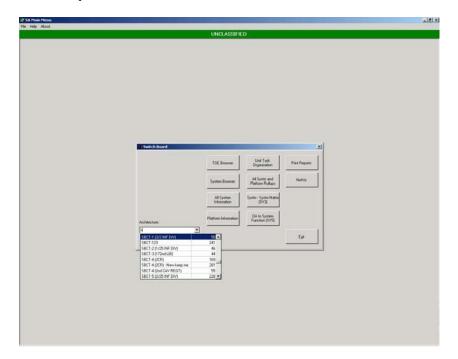


Chapter 14 – Switch Board

1. The **Switch Board** is the core component of the SA Tool Set. It is from this location that you will select an Architecture and Navigate through the various **information sets** available for this architecture.

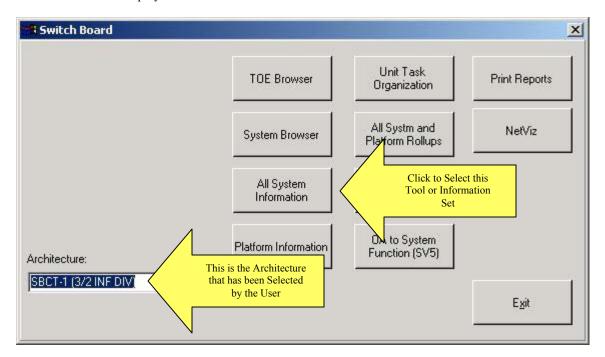


- 2. Selecting Architecture.
- [] a. Click the drop down to see a list of available architectures.

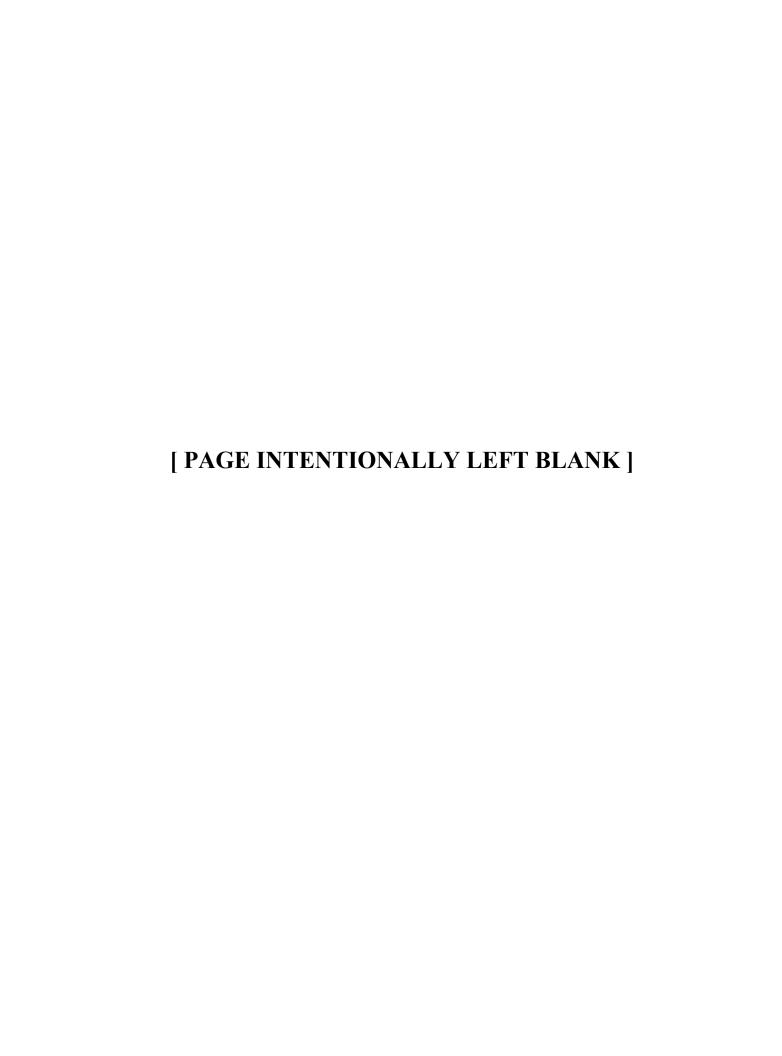


- [] b. Use the scroll bar on the right to browse through available architectures.
- [] c. You may also type in the beginning characters of the Architecture name in the Edit Box to jump to that architecture in the selection list.

[] **d.** To select the Architecture highlight and select the desired architecture. The selected architecture will be displayed in the Architecture window.



- 3. Selecting Information Sets and Tools.
- [] a. Move the mouse pointer to the button depicting the tool or information set you wish to use and click the left mouse button.
- 4. Exiting the SA Tool Set.
- [] a. Move the mouse pointer to the Exit button and click the left mouse button.



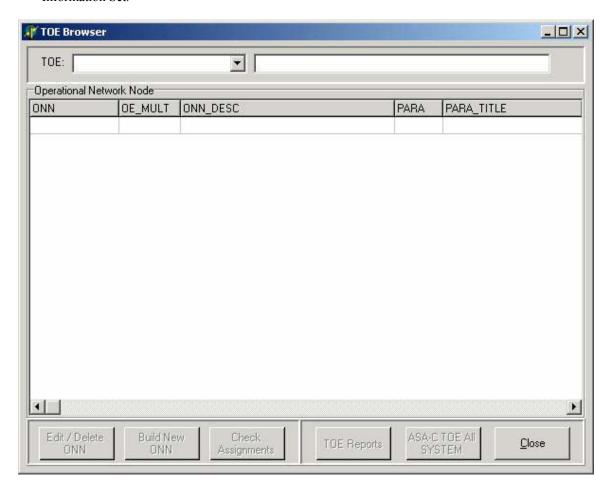
Chapter 15 – Viewing Existing Architectures

1. The **TOE Browser** is the primary access point for viewing and working with TOE's and ONN's.

To access the Toe Browser move the mouse pointer to the button and click the left mouse button

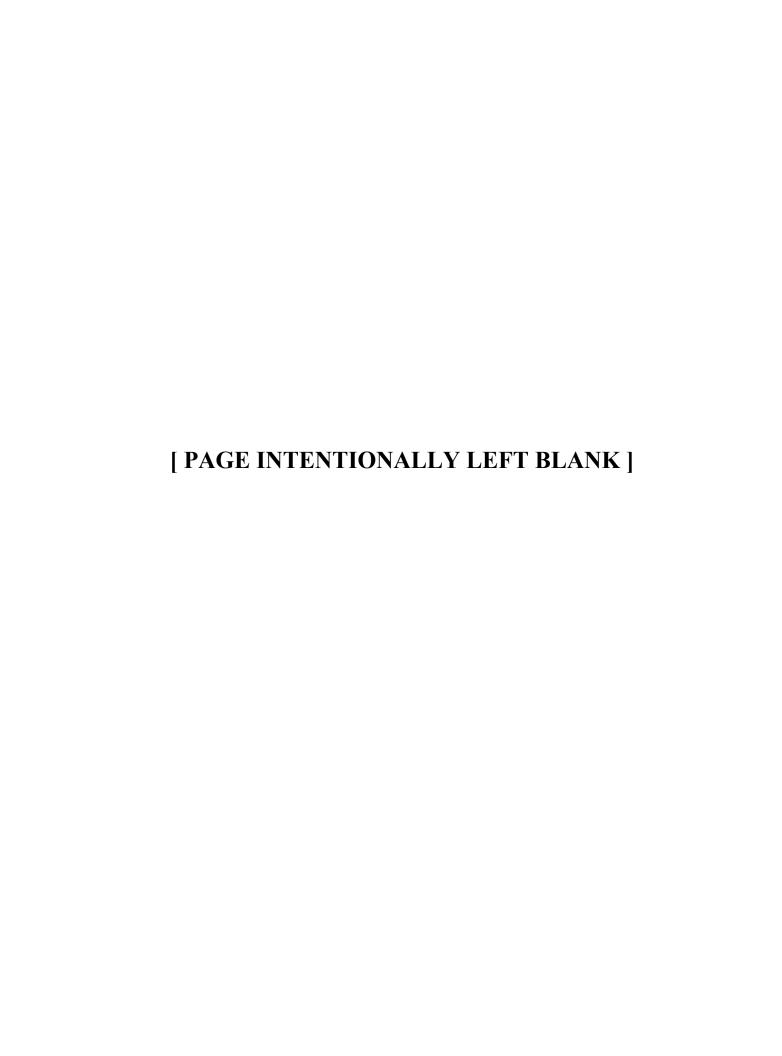
NOTE: Be sure to select the Architecture you wish to view first. See **Chapter 14** for instructions on selecting Architectures.

2. The **TOE Browser** provides a drop down listing of available TOE's for the selected Architecture Information Set.



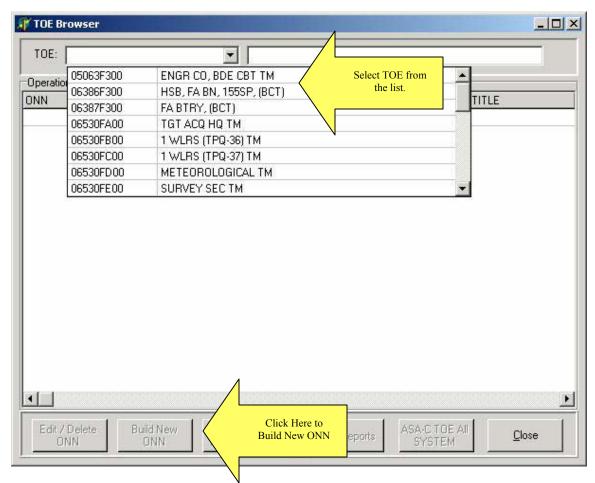
- 3. From the **TOE Browser** the user has access to the following:
 - a. A listing of all TOE's for a given architecture.
 - b. ONN's assigned to a TOE
 - c. Reports on each TOE
- 4. Additional abilities from the **TOE Browser** are as follows:
 - a. Edit / Delete ONN's.
 - b. Build New ONN's.
 - c. Check to make sure all equipment has been assigned to platforms for a selected TOE.
 - d. Access to ONN detail.

NOTE: See Chapter 20 – Using Browsers for a detailed explanation on the use of this Browser.



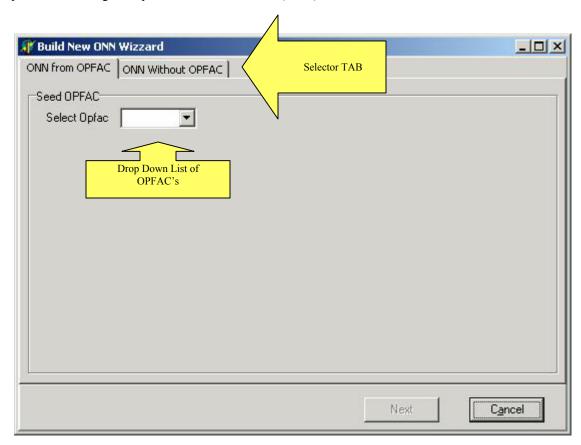
Chapter 16 – Building the Operational Network Node (ONN)

- 1. Building an Operational Network Node (ONN) is done from the **TOE Browser**.
- [] a. Select Architecture.
- [] b. Select the TOE Browser from the Switchboard.
- [] c. Select the TOE using the Drop Down list.

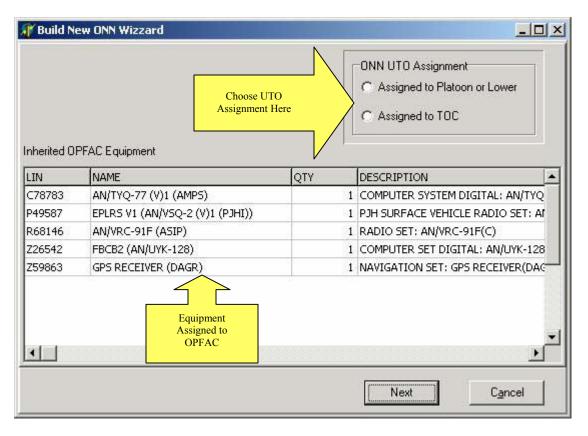


- [] d. Move the mouse pointer to the Build New ONN button and click the left Mouse Button to start the ONN Builder Wizard.
- [] e. The **Build ONN Wizard** has two ways you can build an ONN, from a Seed OPFAC or without a seed OPFAC.
- [] **f.** To build an ONN from a seed OPFAC Select the TAB **ONN from OPFAC** then use the drop down to select the seed OPFAC you wish to use to build your ONN.

Chapter 16 – Building the Operational Network Node (ONN)



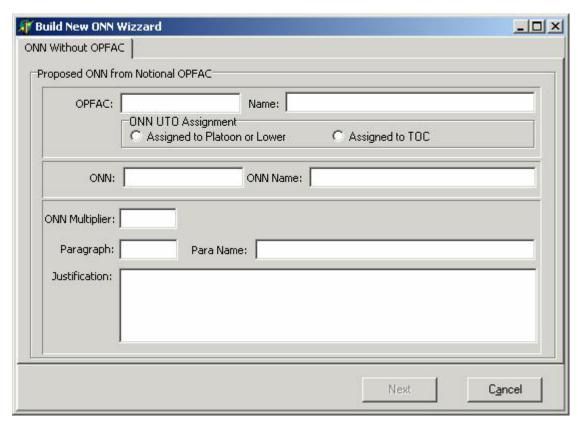
[] g. After selecting the seed OPFAC move the mouse pointer to the **Next** Button and click the left mouse button.

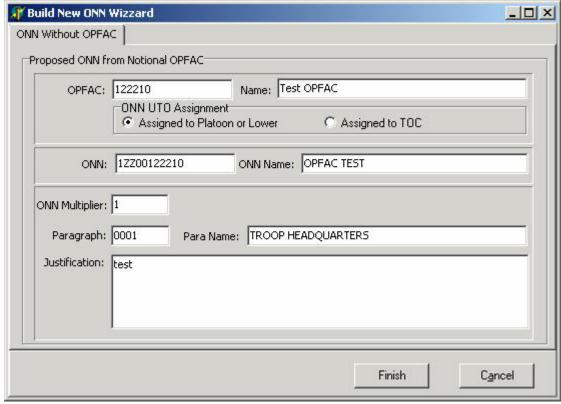


[] **h.** ONN UTO Assignment. Move the Mouse pointer to the location for assignment and click the left mouse button. Then move the mouse pointer to the **Next** button and click the left mouse button.

1ZZ10UB200E	AVN CO/TRP COMMANDER/VEHICLE (FXXI)	
ONN Multiplier:		
Paragraph:		
Justification;		

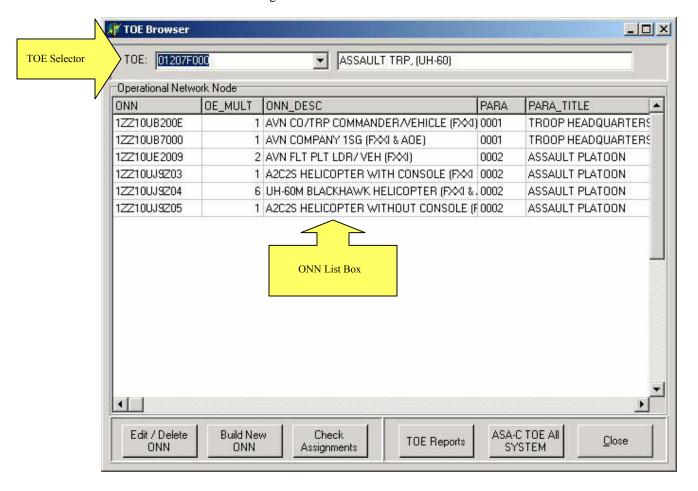
- [] i. Complete the ONN buy entering the Data on the last page as seen above. After entering the above data the **Finish** button will then become active. When the button is active you move the mouse pointer over the button and click the left mouse button. This will complete the building of this ONN.
- [] j. To build the ONN with out the use of a seed OPFAC move the mouse pointer to the ONN Without OPFAC Tab and click the left Mouse Button.
- [] k. Complete the form. After completing the Justification the Next button will no longer be grayed out and will change to a Finish Button. Move the mouse pointer to the **Finish** button and click the left Mouse Button. This will complete the building of the ONN and place the ONN in the ONN list box of the **TOE Browser**. The ONN is now ready for further development using ONN information screen (see Chapter 17 Modify an Existing Architecture).



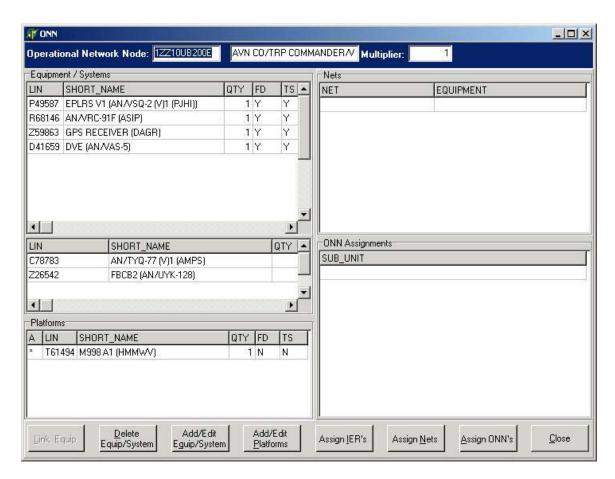


Chapter 17 – Modifying Existing Architectures

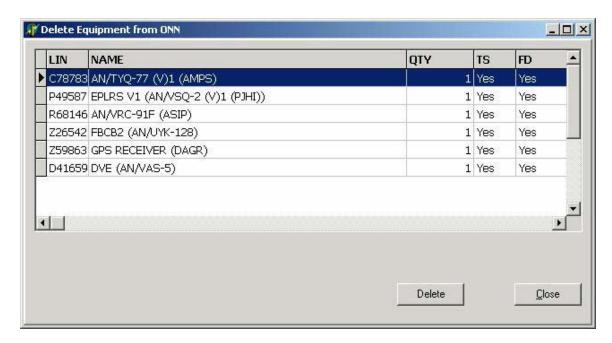
- 1. Select the Architecture from the Architecture selector and then start the TOE browser by moving the mouse pointer to the TOE Browser button and clicking the left mouse button.
 - a. Select a TOE using the TOE Selector



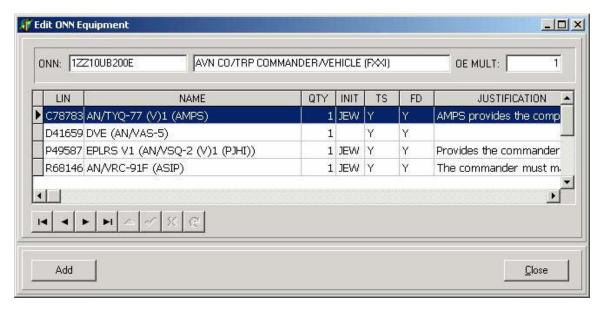
- 2. The **TOE Browser** is the primary access point for working with TOE's and ONN's. Using the **TOE Browser** you have the following options:
 - a. Build a new ONN
 - b. Edit / Delete an ONN
 - c. View TOE Reports
 - d. View Equipment
- 3. To choose an ONN for further development move the mouse pointer over the top of the ONN and double click the left mouse button. This action will bring up the ONN information window.



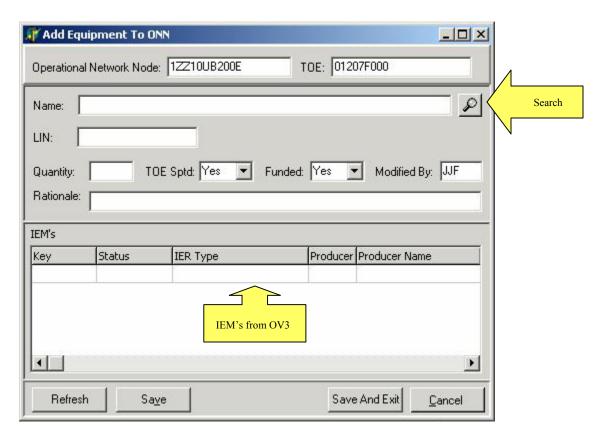
- 4. From this screen you can do the following:
 - a. Delete Equipment or systems from an ONN
 - b. Add / Edit Equipment and Systems to an ONN
 - c. Add / Edit / Delete Platforms
 - d. Assign IER's
 - e. Assign Nets
 - f. Assign ONN's to organizations
 - g. Assign Equipment to Platforms
 - h. View System components
- 5. To delete equipment or systems from an ONN move the mouse pointer to the **Delete Equip/System** button and click the left mouse button.
 - a. Choose from the list the item to be deleted by moving the mouse pointer to the line the item is on and then click the left mouse button one time. This should highlight the item to be deleted.
 - b. Move the mouse pointer to the **Delete** button and click the left mouse button.



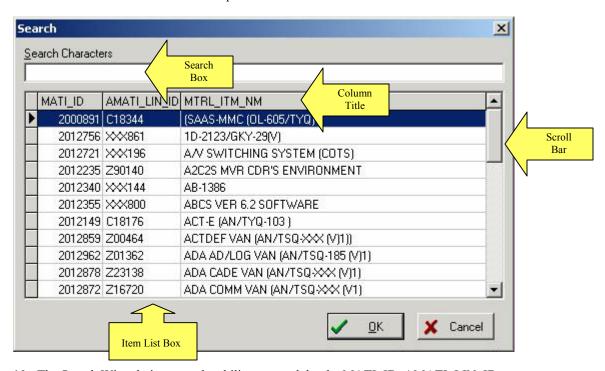
6. To Add / Edit Equipment and Systems to the ONN move the mouse pointer to the Add/Edit Equip/System button and click the left mouse button.



- 7. The Edit ONN Equipment window is shown first. Future enhancements to this window will include the ability to change item quantities, justification, and if it is funded and TOE supported. To add new items move the mouse pointer to the **Add** button and click the left mouse button.
- 8. The Add Equipment ONN window is where you will add new equipment and or systems to your ONN.



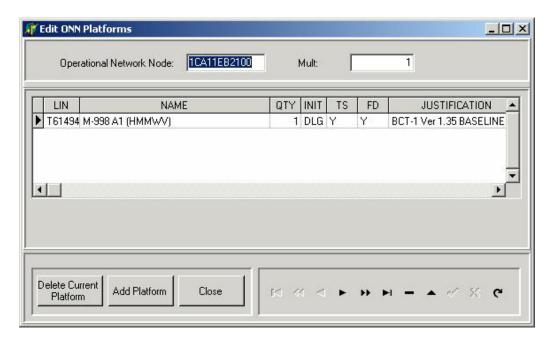
9. To add new items move the mouse pointer to the **Search** button and click the left mouse button.



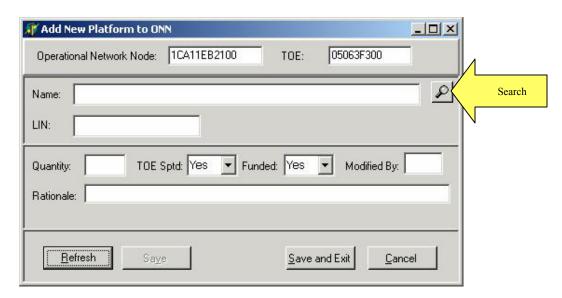
10. The Search Wizard gives you the ability to search by the MATI_ID, AMATI_LIN_ID or MTRL_ITM_NM. By default the MATI_ID is the default search item. To change move the mouse pointer to the column title of the column you wish to search and click the left mouse button and hold it down and drag the column to the first position. You can scroll through the list using

the scroll bar on the right or you can type in the Search Characters box the beginning characters of the item you are trying to find. After finding the item in the list move the mouse pointer to that row in the item list box and click the left mouse button. Then move the mouse pointer to the ok button and click the mouse button.

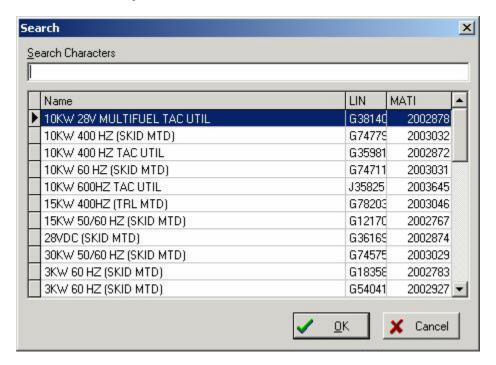
- 11. Complete the rest of the form and save the addition by moving the mouse pointer to the **Save and Exit** button and clicking the left mouse button.
- 12. To add or delete platforms move the mouse pointer to the **Add/Edit Platforms** button and click the left mouse button.



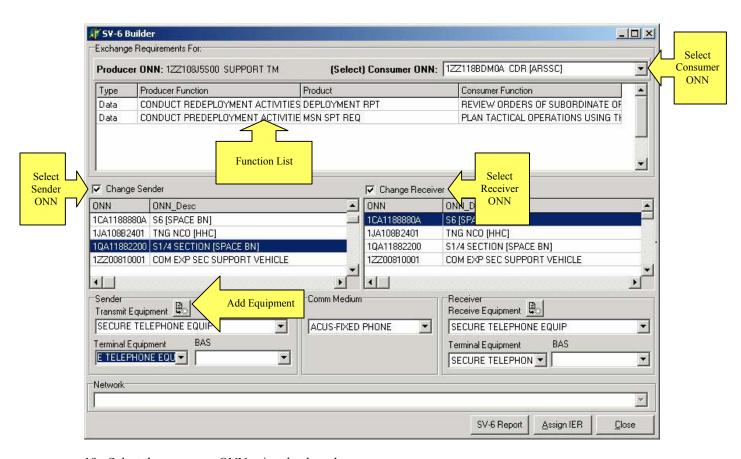
- 13. To delete a platform highlight the platform to be deleted by moving the mouse pointer over the row containing the platform and clicking the left mouse button. Then move the mouse pointer to the **Delete Current Platform** button and click the left mouse button. (**NOTE**: You must make sure there is no equipment assigned to the platform before deleting it. See the section in this chapter on assigning and un-assigning platforms)
- 14. To Add a new platform move the mouse pointer to the Add Platform button and click the left mouse button.



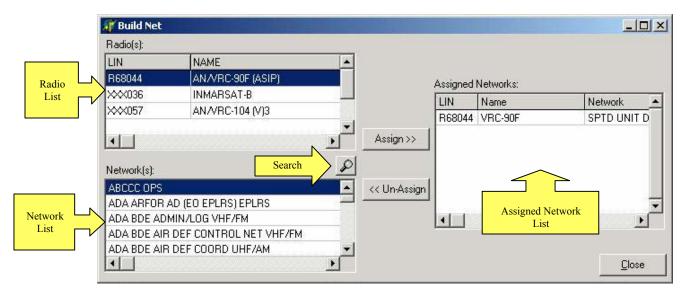
15. Move the mouse pointer to the Search button and click the left mouse button.



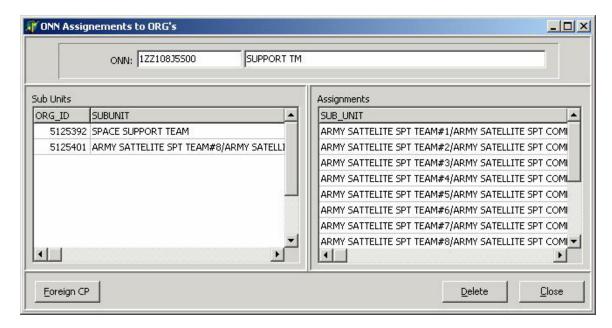
- 16. The search wizard gives you the ability to search by Name, LIN, or MATI ID. To change the search criteria move the mouse pointer to the column title of the column you wish to search and click the left mouse button and hold it down and drag the column to the first position. You can scroll through the list using the scroll bar on the right or you can type in the Search Characters box the beginning characters of the item you are trying to find. After finding the item in the list move the mouse pointer to that row in the item list box and click the left mouse button. Then move the mouse pointer to the ok button and click the left mouse button.
- 17. Complete the rest of the form and then move the mouse pointer to the **Save and Exit** button and click on the left mouse button.
- 18. To assign IER's to an ONN move the mouse pointer to the **Assign IER's** button and click the left mouse button to bring up the SV6 Builder.



- 19. Select the consumer ONN using the drop down.
- 20. Choose function from function list.
- 21. If the Sender and / or Receiver of the IER will be different from the Consumer and / or Producer check the appropriate box to choose a different Sender / Receiver. Then Choose from the list of ONN's.
- 22. Select the transmission equipment, communication medium, receiver equipment, terminal equipment, BAS, and networks using the drop downs provided. **NOTE**: Some Sender Receiver Paris may not belong to a Network, example Secure Telephone.
- 23. If no equipment exists on the ONN to satisfy the IER you can use the Add Equipment button to add equipment to the ONN.
- 24. When the form is complete you complete the IER by moving the mouse pointer over the top of **Assign IER** button and clicking the left mouse button.
- 25. To view the SV-6 report move the mouse pointer over the SV6 Report button and clicking the left mouse button.
- To Assign Nets move the mouse pointer to the Assign Nets button and click the left mouse button.



- 27. Choose the equipment to be assigned to a net from the **Radio List** moving the mouse pointer over the item and clicking the left mouse button. Then select the Network from the **Network List** by moving the mouse pointer over the Desired net and clicking the left mouse button. You can search nets one of 2 ways. First you can use the scroll bar on the right hand sided of the **Network List** or you can use the search function. Clicking on the button that looks like a magnifying glass accesses the search function.
- 28. The final step is to move the mouse pointer to the **Assign** button and click the left mouse pointer. This will assign the equipment to the net selected. The assignment should appear in the **Assigned Networks List**.
- 29. To Un-Assign a network move the mouse pointer to the network to be un-assigned in the **Assigned Network** List and click the left mouse button. Then move the mouse pointer to the **Un-Assign** button and click the left mouse button.
- 30. To assign ONN's to organizations move the mouse pointer over the **Assign ONN's** button and click the left mouse button.

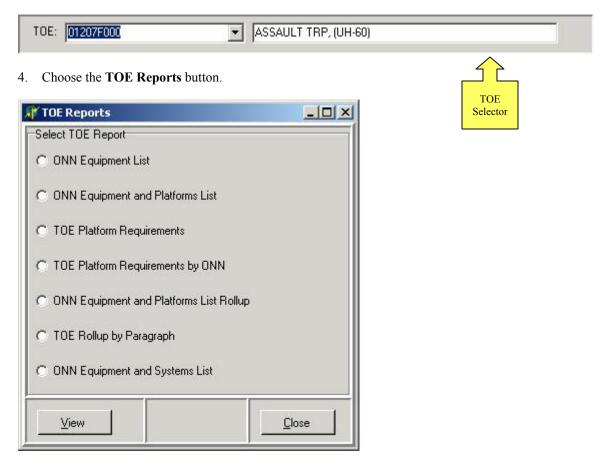


31. Select the Sub Unit from the **Sub Unit List** and double click the left mouse button. This should then add that unit to the **Assignments List**. If the ONN is to be assigned to a Foreign command

- post move the mouse pointer to the Foreign CP button and click the left mouse button. This adds the ability to select from any organization in the architecture.
- 32. To delete an assignment select the assignment to be deleted from the Assignments list and then move the mouse pointer to the Delete button and click the left mouse button.

Chapter 18 – Generating TOE Reports

- Choose an architecture from the Architecture pull down
 SBCT-4 (2nd CAV REGT)
- 2. Then select the TOE Browser.
- 3. Select a TOE from the TOE selector pull down.

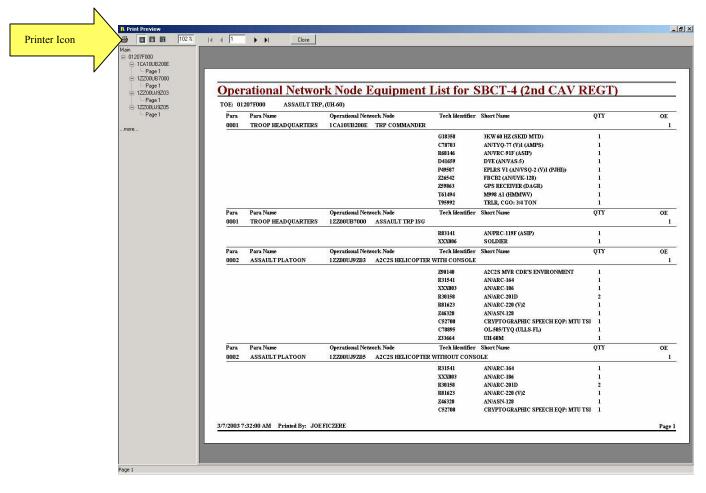


5. To view any report first move the mouse pointer to the radio control button and click the left mouse button.

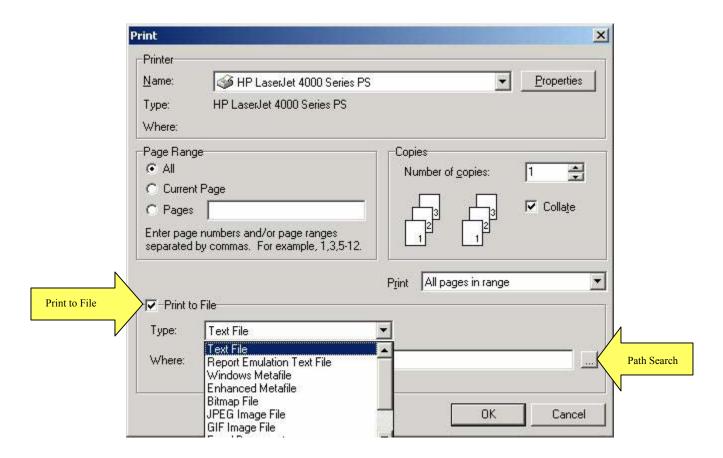


6. Then move the mouse pointer to the **View** button and then click the left mouse button.

Chapter 18 – Generating TOE Reports



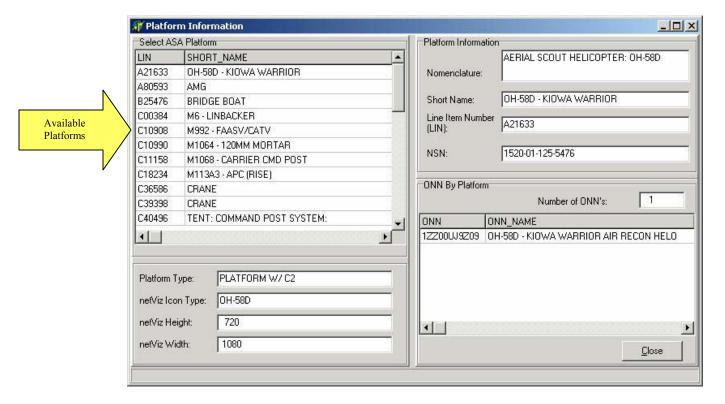
7. To print this report you move the mouse pointer to the printer icon in the upper left hand corner of the window and click the left mouse button.



- 8. If you want to print this report to a file for e-mailing purposes move the mouse pointer to the Print to File check box and click the left mouse button. Then choose the Type of file you wish to create. Currently the program supports most major graphic formats as well as Adobe .pdf files, Excel Worksheets, Rich text file documents, HTML web documents and simple text files.
- 9. After selecting the type of file either type the path and directory you want the files saved to on your computer or use the path search button located next to the where data line.
- 10. Save file.

Chapter 19 – Platform Information

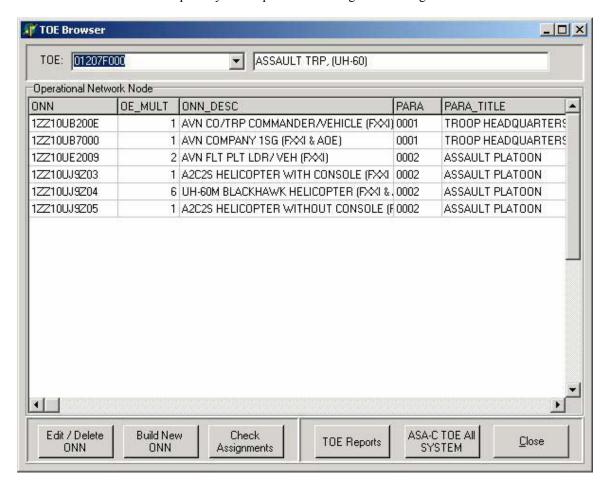
1. The Platform Information screen provides a quick view of all platforms available for assignment to an ONN.



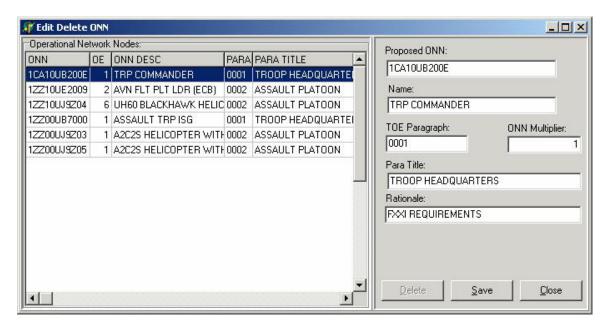
- 2. Detailed information about the Platform is displayed on the right.
- 3. If the Platform is assigned to an ONN in the currently selected architecture the ONN will be displayed in the ONN By Platform List on the lower right of the screen.
- 4. This window is for information purpose only.

Chapter 20 – Using Browsers

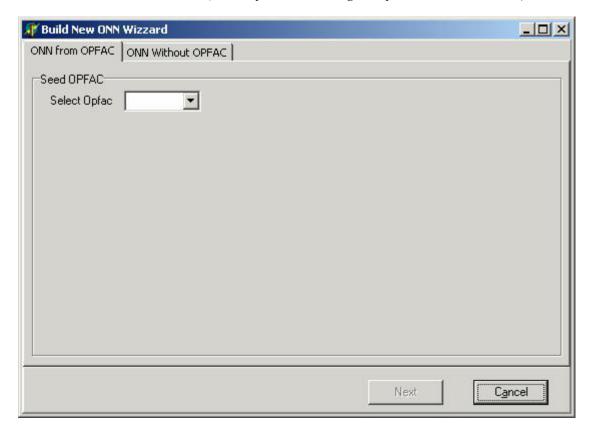
1. The **TOE Browser** is the primary access point for viewing and working with TOE's and ONN's.



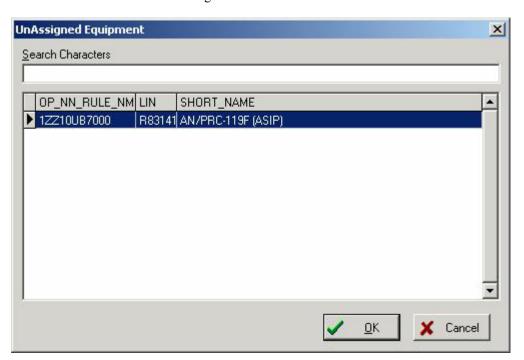
- 2. The TOE Browser is used when doing the following actions.
 - a. Edit /Delete ONN



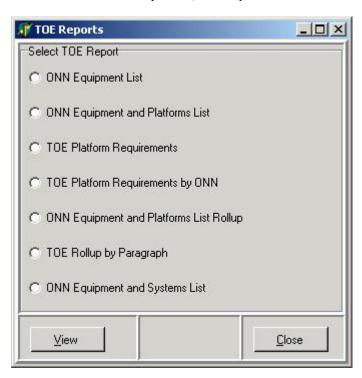
b. Build New ONN (See Chapter 16 – Building the Operational Network Node)



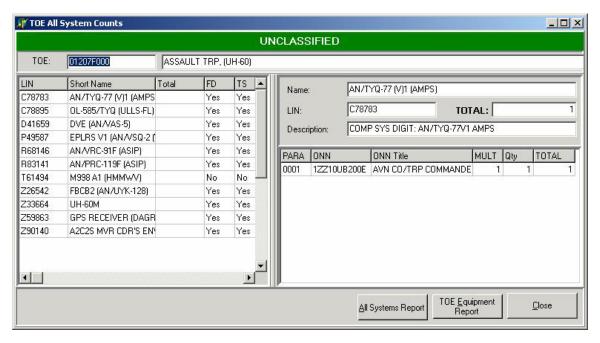
c. Check equipment Assignments – to use this option click on the ONN to check then click on the Check Assignments buttons.

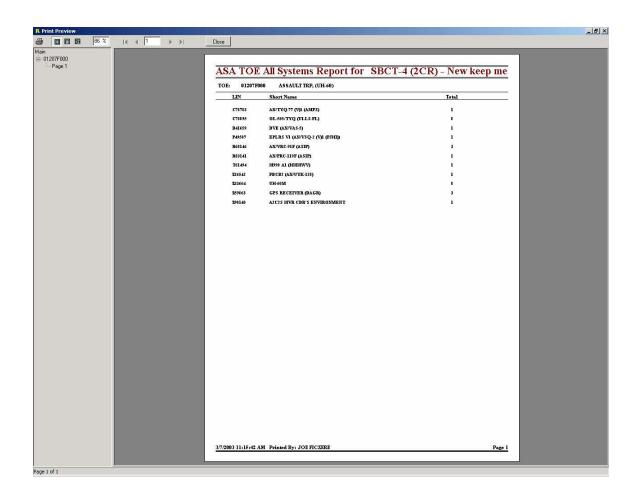


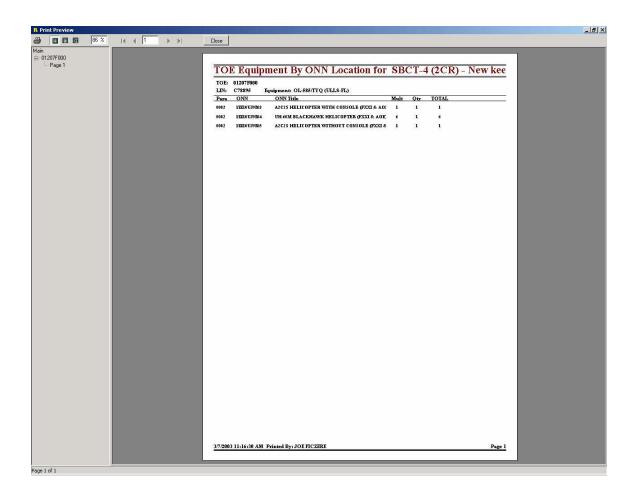
d. TOE Reports – (See Chapter 18 – Generate TOE Reports)



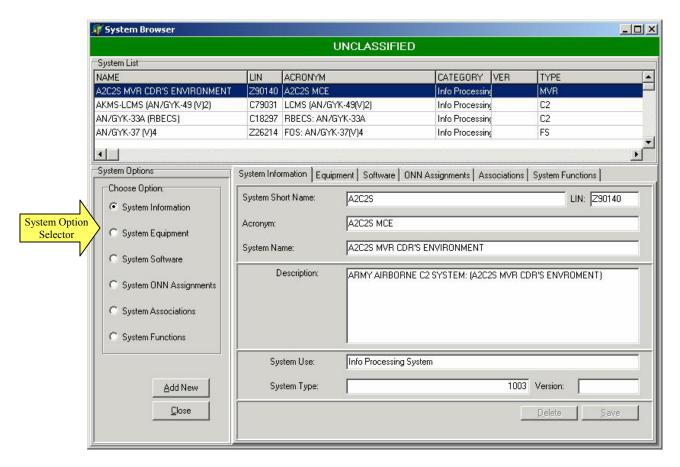
- e. All System counts This will show all systems associated with a TOE on the left side and the right side contains the detailed information about each system and the location of that system in the TOE.
 - i. All Systems Reports
 - ii. Toe Equipment Report







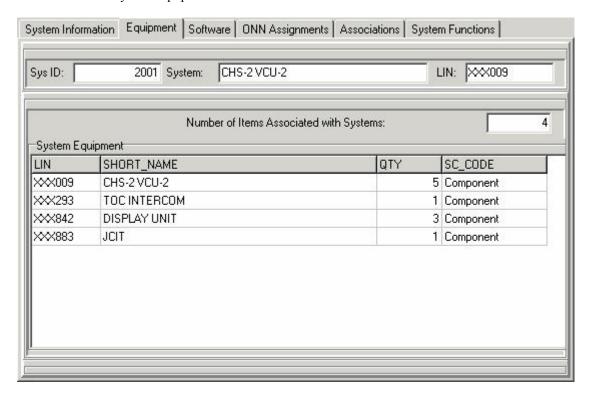
- f. Access point to the ONN Info Double Click on the ONN to access the ONN Information page (See Chapter 17 Create a system Architecture)
- 3. System Browser is the source for Systems information. To navigate the different systems options you can click on the Tab or the Radio button selector.



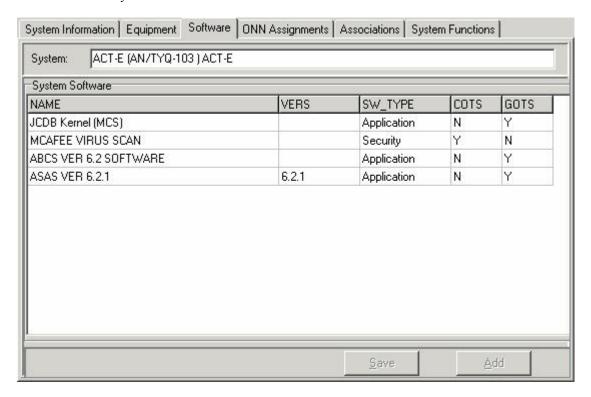
a. System Information

System Short Name:	A2C2S LIN: Z90140	
Acronym:	A2C2S MCE	
ystem Name:	A2C2S MVR CDR'S ENVIRONMENT	
Description:	ARMY AIRBORNE C2 SYSTEM: (A2C2S MVR CDR'S ENVROMENT)	
System Use:	Info Processing System	
System Use: System Type:	Info Processing System 1003 Version:	

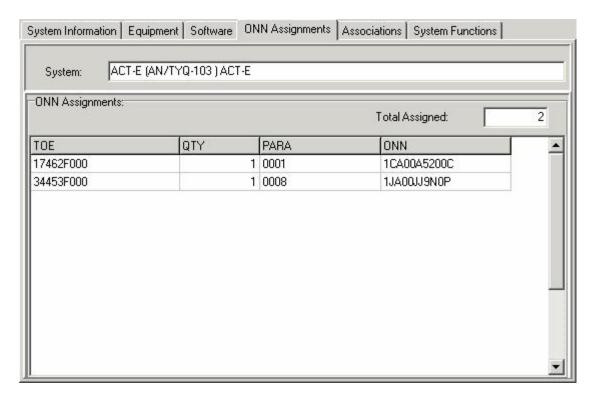
b. System Equipment



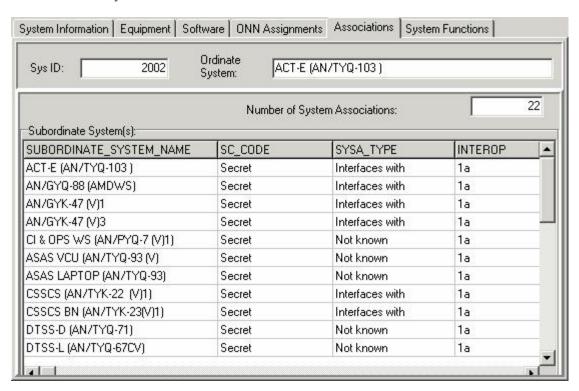
c. System Software



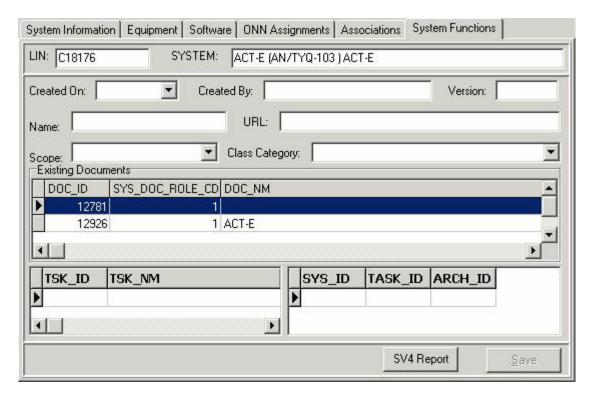
d. System ONN Assignments



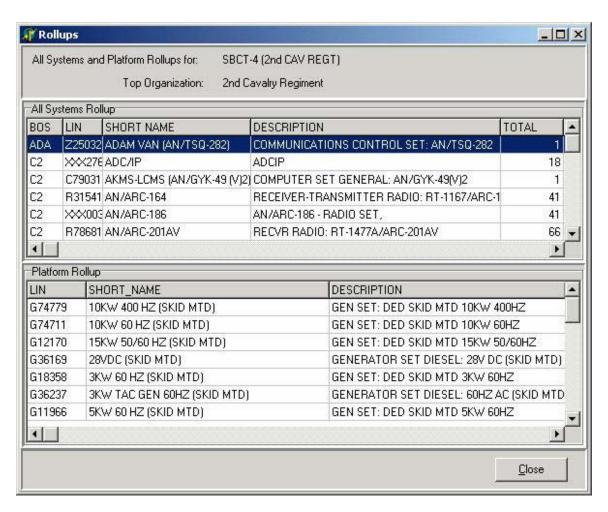
e. System Associations



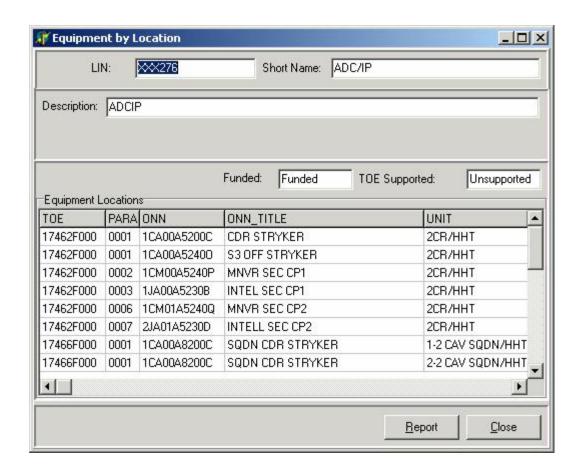
f. System Functions

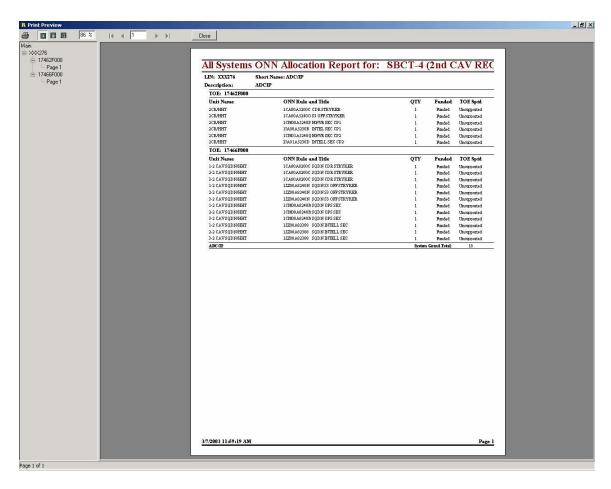


4. All System / Platform Rollups

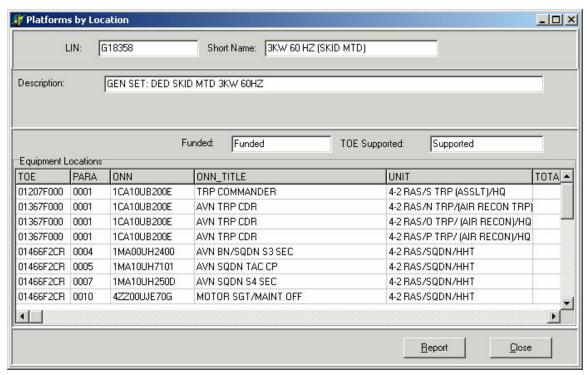


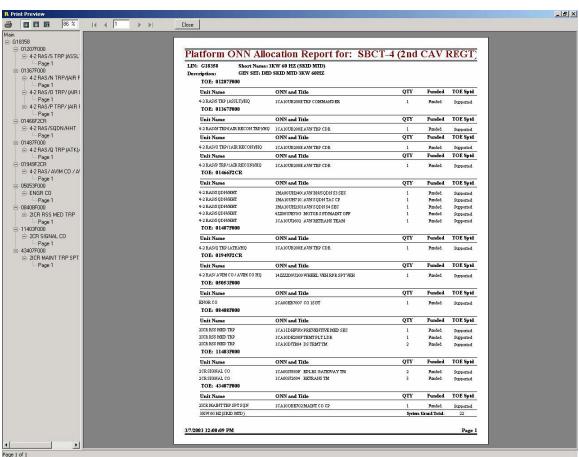
a. To Access Systems Equipment by Location select a system from the All Systems Rollup list and double click the left mouse button.





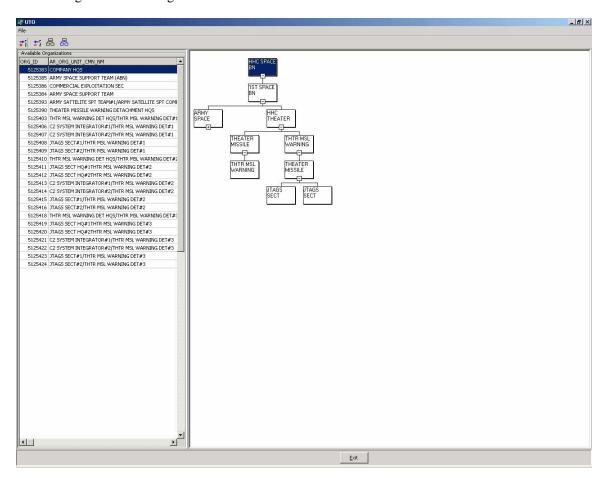
b. To access the Platforms by Location select the platform from the Platform Rollup list and double click the left mouse button.





Chapter 21 – Unit Task Organization (UTO)

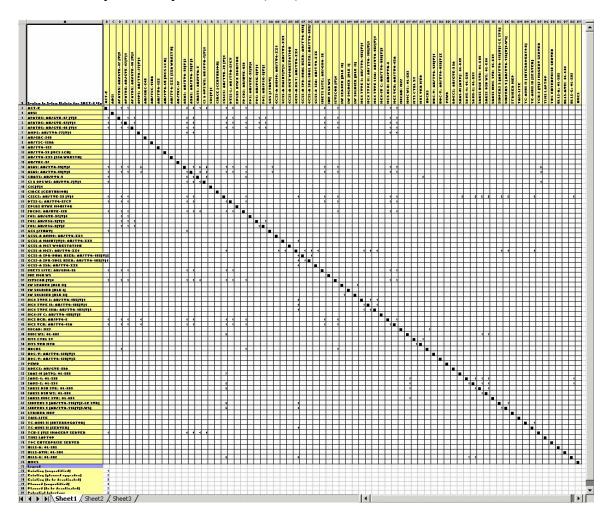
1. The Unit Task Organization (UTO) is used to establish the hierarchical relationship between organizations for a given architecture.



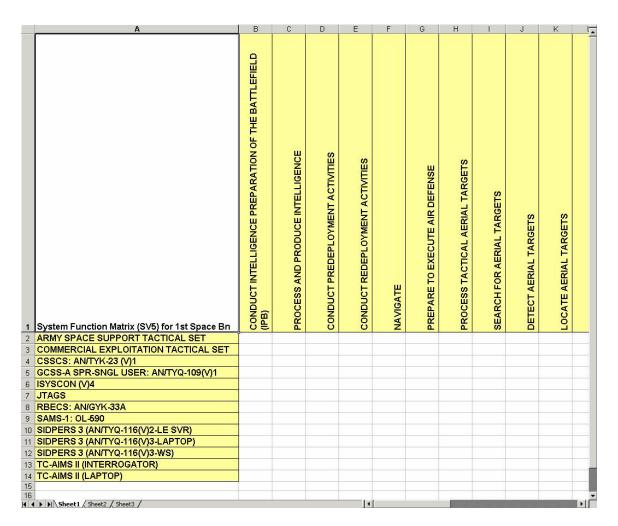
- 2. Move the mouse pointer to the Parent org and click the left mouse button.
- 3. Then move the mouse pointer to the org list and click on the item to be placed under the parent org.
- 4. Move the mouse pointer to the insert node button on the tool bar and click the left mouse button.
- 5. You may also double click the org from the org list and this will place the node as well.
- 6. If a node needs to be moved in the UTO structure move the mouse pointer over the node to be moved and click and hold the left mouse button. Drag the org to the new parent org and release the mouse button.
- 7. To delete an org from the UTO list move the mouse pointer to the org and click the left mouse button. Then move the mouse pointer to the delete org button on the menu bar and click the left mouse button. You may also right click on a node and select delete from the pop-up menu.

Chapter 22 – Miscellaneous Views

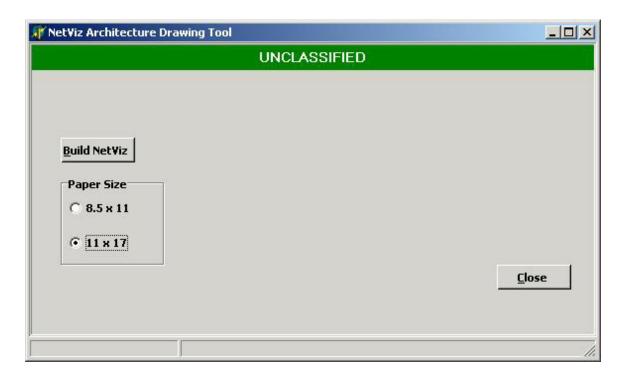
1. The System to System Matrix (SV3) can be accessed from the Switchboard.



2. The SV5 or system function can be accessed from the Switchboard.



3. NetViz drawings for the SV1/2 can be done from the switchboard. NOTE: You must have NetViz version 5.0 installed on the computer running a NetViz diagram. Later and earlier versions of NetViz will not function.



4. Choose the size of paper to be used and then click on the Build NetViz button.